

ABSTRACT OF THE DISCLOSURE

Methods and systems for metered, raffle-style gaming implemented over a distributed network of locations and suitable for use in lottery and casino gaming environments. Potential winning numbers are issued in an order determined by relative time of a request for a number as received by a central controller, in comparison to the timing of other requests received by the controller, and matched to one or more known or predictable winning numbers. Time entries placed by players and compared to one or more target times may also be used to determine winning outcomes.

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